

Monty Python

TONITE

Your Guide to the Island

HELP!
WITHOUT
THIS GUIDE
YOU'LL BE
LOST!.



SIERRA

SPECIAL
THIS ISSUE ONLY

HOW TO
PLAY THE
BEST IN
COMPUTER
GAMES!

Dance Your Grass Off
at

THE PUNK FLAMINGO

DISCO



*In the Beautiful Downtown
Nontoonyt Mall*

Nontoonyt

TONITE

Your Guide to the Island



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**Leisure Suit Larry 3:
Passionate Patti in Pursuit
of the Pulsating Pectorals!**

Producer

Al Lowe

Designer

Al Lowe

Programmers

Al Lowe

Carlos Escobar

Graphics Artists

William Skirvin

Roger Hardy

Sierra's Creative Interpreter

Jeff Stephenson

Bob Heiman

Pablo Ghenis

Stuart Goldstein

Music composed and performed by

Mike Dana

Sound Effects

Rob Atesalp

Music Conversions

Rob Atesalp

Atari ST Translation

Robert Lindsley

Amiga Translation

Robert Lindsley

Macintosh Translation

by Bye

Quality Assurance Leader

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Cover Photography

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Executive Producer and Best Boy

Ken Williams

"Nontoonyt Tonite"

Documentation

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Bridget McKenna

Design and Production

Greg Steffen

Illustrations

Bill Eaken

HOW TO READ THIS MANUAL

Throughout this manual we will use the following ways of representing information:

MENU COMMANDS
will be **CAPITALIZED**.

Example:
SAVE, RESTORE, QUIT, PAUSE

TYPED COMMANDS
will appear as **BOLD TYPE**.

Example:
'type: [example game command]'
'type: **cd 'sierra'**'

Portions of the command line **not** meant to be typed will **not** appear in bold type. For example, in the line 'type: **cd 'sierra'**', 'type:' should **not** be typed.

[example text] and [Keystrokes] will appear in brackets setting them off from the surrounding text.

Example:
[object], [character], [Spacebar], [Tab],
[PageUp]
The brackets are not keystrokes and should not be typed.

Two or more keys that should be pressed at the same time will be separated by a hyphen (-). This hyphen is not a keystroke, and should **not** be typed.

Example:
'Press [CTRL-I] to view your inventory.'

If a space appears between parts of a command, it is meant to be typed.

Example:
'type: **cd 'sierra'**' (the space between **cd** and **'sierra'** should be typed as part of the command)

The term 'diskette' is used to refer to either 3.5" or 5.25" data storage disks.

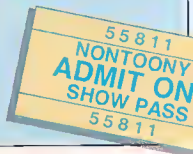
ALL SYSTEMS

GETTING STARTED: DISKETTE DRIVES

It is always advisable to make back-up copies of your master program diskettes to increase the life of the masters and guard against accidents. Follow your computer's instructions to make copies of all game diskettes.

If you will be playing from diskettes rather than a hard disk, you will also want to format a blank diskette for saving games. *In fact, saving games to diskettes is a good idea, even if you are playing the game from your hard disk.* Follow your computer's instructions to format a blank diskette and keep it handy for saving your game as you play. For some helpful tips on saving games, see the 'Saving Your Game' (Page 11) section of this manual.

When installing your program, you may be prompted to insert a 'Drivers' disk. If you receive this prompt, please examine your disks and insert the disk marked 'Drivers' and press [ENTER], so that the appropriate drivers will be loaded. Some games do not include a separate 'Drivers' disk.



MS-DOS

■ INSTALL THE GAME

Place the back-up copy you have made of Disk 1 into your diskette drive. Type the letter of the disk drive you have placed the disk into followed by a colon (for example: a:), and press [ENTER]. Type: **install** and press [ENTER].

Answer the onscreen questions using the up and down [Arrow] keys to highlight your selections, then press [ENTER] to select. You will be asked if you wish to install the game on your hard disk. If you do *not* wish the game to be installed on your hard disk, press [ESC] to skip this step. If you want to install the game on your hard disk, enter the letter designation of your hard disk (usually C) and follow the prompts.

NOTE: Even if you install to a hard disk, the install procedure will write a file named **RESOURCE.CFG** to Disk 1. For the installation to be completed correctly, **DISK 1 MUST NOT BE WRITE PROTECTED**. No other files on Disk 1 are written or changed by the install command.

■ LOADING INSTRUCTIONS

After completing the INSTALL procedure:

From diskettes:

1. Place Disk 1 into the A: drive.
2. Type: a: and press [ENTER].
3. Type: **sierra** and press [ENTER]

From hard disk:

1. From your root directory, type **cd \sierra** and press [ENTER].
2. Type **[sl3]** and press [ENTER].

Going Native with Uncle Carlos



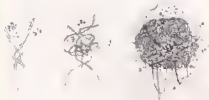
This Week:
Native Crafts of Nontoonyt

From the time of the earliest Nontoonyt natives, island grasses have been used for a variety of useful and durable items. The island Community Center offers lessons, with new classes starting every month.

GRASS WEAVING

Suitable grass once grew in many places on the island, but is now scarce. The illustrations below show one of the more popular patterns favored by traditional weavers, in three easy-to-follow steps.

Try it — it's fun!



LEI-MAKING

The art of making leis has been popular on the island since ancient times, but has changed little. All one needs is a dozen or so flowers. Lei classes are available at the



Nontoonyt Community Center; check the Community Calendar for dates and times.

WOODCARVING

Woodcarving is another ancient Nontoonyt craft -- In fact, the island is known far and wide for its unique wooden sculptures, and tourists come from miles around to buy them from native vendors. If you don't want to spend up to \$20 for such a sculpture, you might want to try carving your own. Granadilla wood is another item that isn't as plentiful as it once was on Nontoonyt, but if you can find it, it's free for the taking. The best pieces even seem to suggest the shapes they will take under the carver's knife. If you decide to carve your own, you'll want to check the Community Center for the dates and times of their Wood Carving classes.

If you do decide to buy a genuine native sculpture, watch out for phony 'Native Vendors' on the local beaches. Many of these are not Nontoonyt natives at all, but phonies dressed in traditional native clothing in order to make a sale, and their 'genuine souvenirs' usually turn out to be nothing more than cheap imitations.

The ancient islanders had some fascinating uses for these oddly-shaped sculptures; for instance, single women (cont. on pg 118)

■ SAVING GAMES TO DISKETTES

NOTE: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage.

Choose **SAVE GAME** from the File menu or press the [F5] key. The Save Game menu will appear.

Use your [Tab] key to choose **CHANGE DIRECTORY**. Backspace or press [Ctrl-C] to clear the command line.

Type the letter of the drive you are using for saved games, followed by a colon (Example: **at:**) and press [ENTER].

Type the name of your saved game and press [ENTER] to complete the **SAVE GAME** procedure. If your disk for saving games is full, you may reformat it (this will erase the saved games on the disk) and use it over, or use another formatted blank disk.

■ SAVING GAMES TO HARD DISK

If you choose to save games to the hard disk, the program will automatically try to save to the game's own directory. If you run out of space for saving games, try one of the following alternatives:

Save additional games to a diskette.

Save games to a different directory by choosing **CHANGE DIRECTORY** from the **SAVE GAME** menu (inside the game).

Create a new hard disk directory from DOS, using DOS instructions.

Delete all saved games and the saved game directory from your hard disk by following DOS instructions (outside the game). The program will create a new index file within the game directory.

with Billi the Beachcomber

BEACH WATCH



Best of the Beach

Billi

This is a perfect time of year for enjoying the beautiful beaches of Nontoonyt Island. Whether your recreational tastes run to shell collecting, crab cookouts, or naked night surfing, the island beaches have something to offer you. A typical Sunday morning stroll on the strand adjoining the Natives, Inc. TimeShare Condos is sure to net a pocketful of delightful tropical sea shells, a few dollars in loose change, and any number of discarded undergarments. It's a pastime the whole family will enjoy.

THE COMEDY HUT --



We Deliver!

THIS WEEK
The Comedy Hut
presents

Paul Paul

Live Sunday thru Monday nites. Don't miss this tasteless display as Paul insults your favorite ethnic groups. Special appearance by Bobalu on drums.

*This engagement only:
NO cover; ONE bottle minimum.*

777 Palmetto

SONALSPERSONALSPERSONALSPERSONAL

Young attractive native girl seeks pudgy, balding, middle-aged man for brief sexual encounter.

Reply: Kuthi

Burlesque Dancer seeks young, virile male for brief sexual encounter.

Reply: D.C.

Female night club entertainer seeks brief sexual encounter.

Reply: Putti

LOST: in the vicinity of Nontoonyt Casino, \$10,000,000 in unmarked bills. Reward.

Call 555-7878

The family and friends of Dr. Nonookee would like to thank the citizens of Nontoonyt Island for their many condolences and expressions of sympathy during our recent bereavement.

Agent X: meet Agent 88 you-know-where, you-know-when, you-know-why. Wear white carnation.

Happy Anniversary to my Lover Boy Larry. For ever and ever, your loving Kalalau.

Amazon cannibal slot-machine repairwoman seeks bored housewife for meaningful relationship.

Reply: Bobbi

LOCALS CONCERNED OVER OFFSHORE OIL RIGS

NPI-Recent leasing of Nontoonyt mineral rights to Slippery Oil, Inc. has many island residents concerned over possible pollution of our beaches and local waters. We ran into Chairman Kenneth, relaxing on Wackiki Beach, just before press time: Is there a pollution problem?, we asked him. 'Absolutely Not!', he replied, scraping a bit of sludge from the bottom of his sandal. (Continued on page 201)

COMMUNITY CALENDAR

This Week at the Nontoonyt Island Community Center

MONDAY

Wood Carving Lessons
7-9 p.m.

TUESDAY

Native Grass Weaving Lessons
7-9 p.m.

WEDNESDAY

How to Get Lei'd
8-10 p.m.

THURSDAY

Exotic Dance Lessons
with instructor Cherri Tart
9-11 p.m.

FRIDAY

Introduction to Sexual Aerobics
with instructor Bambi
9-11 a.m.

SATURDAY

How to Keep a Marriage New,
Healthy and Together
a seminar with Kalalau Laffer
11 p.m. - 2 a.m.

SUNDAY

How Not to Pick up Women
a seminar with Larry Laffer
8-8:15 p.m.

Pauli's Personal Pointers: A mixture of carbon tetrachloride, denatured alcohol and boiled sand crabs is just the thing to remove crude oil stains from the delicate fabric of your bathing suit lining. Do you have a Hint? Send it to Pauli at Nontoonyt Tonite.

ATARIST

LOADING INSTRUCTIONS

Note: If you are using an Atari 520 ST without memory expansion, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

If you are playing from diskettes:

Place disk 1 in drive A, and open the disk by double-clicking on its icon. Start the game by double clicking on SIERRA.PRQ.

If you are playing from a hard disk:

Open the disk by double-clicking on its icon, then open the game folder by double-clicking on the game folder icon. Start the game by double-clicking on SIERRA.PRQ.

HARD DISK INSTALLATION

Note: More than 512K of memory is needed in order to run Sierra games on your ST. If you have a hard disk.

1. Open the hard disk by double-clicking on its icon.
2. Create a game folder by choosing NEW FOLDER... from the File menu. Open the new folder by double clicking on its icon.
3. Place Disk 1 in drive A.
4. Copy the game disk into the new game folder by dragging the drive A icon into the window you opened in Step 3. (Click on the drive icon, then while holding the mouse button down, move the mouse arrow over the open window, then release the button.)
5. Repeat steps 4 and 5 for each of the other game disks.
6. Put the master disks away in a safe place.



Atari 50 (cont.)

■ CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1. Open the game disk/folder by double-clicking on its icon.
2. Run the MUSIC program by double-clicking on the MUSIC.PRGM icon.
3. Select MUSIC DEVICE from the Options menu.
4. Select your synthesizer (or 'Atari ST Internal Sound') by clicking on the appropriate button. Then click on OK.
5. Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

Note: It is important to turn your synthesizer on before starting the game.

*Now appearing bi-nightly
the lovely and talented star of
stage, screen and backstage everywhere*

Cherri Tart

in the Nantoonyt Casino Showroom

Just show your pass to the maitre d'
for an evening you'll never forget!

PASS NUMBER 25695



**Island
Computer
Center**

Special This Month!

EUNUCHS

Larry Laffer's Public Domain Operating System
(for 8088's only)
Multi-tasking/Multi-User/Multi-Ply
Mouse Driven Graphical User Interface

*In the Beautiful Downtown
Nantoonyt Mall*

**Bippi's
Island
Liquors**

**Stop by and
check out
our fine
selection of
Local Wines.**

Bippi says: 'For those
special romantic evenings,
grab one of my jugs!'

*In the Beautiful Downtown
Nantoonyt Mall*

DINING OUT

By Yahoo Arias

Since its gala premiere in 1988, *The Sand Crab Room* at the Nontoonyt Casino has been, in this reviewer's opinion, synonymous with elegant dining. Consider such culinary rituals as the Friday Buffet featuring Feral Pig a l'Orange, Feral Pig Under Glass, even Feral Pig Tartare. Presiding over this opulent dining experience is Chef Sonni, a French naïve whose distinguished career includes 22 years on Devil's Island. Featuring *nouveau gauche* decor and nightly entertainment, you'll find that the sophisticated ambience of the Sand Crab Room more than makes up for the exorbitant prices. *****

For a more casual dining experience, try *Country Ray's Bamboo Gazeha* specializing in such wonders of the Orient as Feral Pig Chow Yuk, Pork Fat Sub Gum and Country Ray's own X-rated fortune cookies. ****

Freddi's *Feral Bar-B-Q* located downtown features an All-U-Can-Stomach luncheon special which is possibly even worth the \$2.50 price, if you count the bottomless trough of Boar Whiz Ale. ***

An experience to be missed is the Feral Pigs-In-A-Blanket at *Piggi's 24 Hour Coffee Shop*. Even Piggi's 24 hour coffee can't help these hapless hams. *

* = Your dog wouldn't eat here.

** = Your dog would eat here, but I wouldn't.

*** = Tolerable; your dog and I do lunch here.

**** = Superior; I won't be seen with your dog here.

***** = Awesome; an epiphany of culinary splendor.



AMIGA

■ INSTALLING THE GAME

NOTE: RENAME your copies of all game disks to remove the words 'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

1. Boot your system with WorkBench, and insert Disk 1 of your Sierra game.
2. Double-click on the disk icon, then double-click on the INSTALL icon.
3. Follow the onscreen prompts, choosing your selection with the mouse by clicking once on the item.
4. You will be asked if you wish to install the game on your hard disk. If you do NOT wish the game to be installed on your hard disk, select NO. If you want to install the game on your hard disk, select YES.
5. Using your mouse, select the drive on which you wish to install the game.
6. Follow the onscreen prompts to complete the installation.

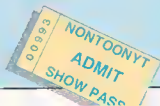
■ LOADING INSTRUCTIONS

From diskettes:

1. If you have less than 1 megabyte of memory for your Amiga, turn your system off and disconnect any external drives.
2. Insert Disk 1 into drive DF0:
3. Turn on your system.

From hard disk:

1. Load WorkBench and double-click on your hard disk icon.
2. Double-click on the SIERRA GAMES drawer.
3. Click on the drawer for the desired Sierra game.
4. Click on the game icon.



CHIP 'N' DALE'S ALL MALE Burlesque Review

Now onstage for a limited time:
Chip 'n' Dale's own

Dale Carlsonian,



known across the island as
The Tom Jones of Nantoonyt

Fans of all persuasions will relish this exhibit of pure animal passion set to your favorite Rossini opera arias. Come one, come all to Chip 'n' Dale's, and have the time of your life!

Tickets \$25.00 in advance.
Make your reservations now.

Corner of Hibiscus and Palmetto

Pig Out At

Freddi's Feral Bar-B-Q

WE GO WHOLE HOG
FOR YOU!

Take Home a Bottle of our 'Special Sauce'

*In the Beautiful Downtown
Nantoonyt Mall*

Island Office and Voodoo Supply



- Magic Markers
 - Invisible Write-protect Tabs
 - Copy-Proof Computer Disks
- and much, much more!*

*In the Beautiful Downtown
Nontoonyt Mall*

Panti-of-the-Month Club

Get 8 Pairs of Panties for Only 1¢!

Take advantage of this Once-in-a-Lifetime Special Offer to build your panty collection. Just choose 8 pairs of panties from the selection below. You will be billed just 1¢ (plus \$69.95 shipping and handling). Every month (for the next twenty years) we'll send you the Panti-of-the-Month for the special Club Price of **only \$12.95**.



Flaming Heat	Satin Heat
Volcano Heat	Summer Heat
Lacy Heat	Island Heat
Tropical Heat	Prickly Heat

☐ Yes! Here's my 1¢. I have selected my first 8 pairs of panties. Enroll me in the Panti-of-the-Month Club right away!

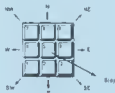
Panti-of-the-Month Club, Box 888, Nontoonyt

ALL SYSTEMS

■ MOVING YOUR CHARACTER

You may move your character on the screen with the [Arrow] keys, the numeric keypad, or the mouse. To halt your character's steps with the keypad, press the number 5, or press the last used direction key again. **Do not attempt to move the character by holding down the direction key. This will cause the character to start and stop continuously, resulting in very slow progress.**

Using the mouse, position the arrow where you want the character to move, then click the left mouse button (if your mouse has multiple buttons).



■ MENUS

When you press [ESC], a menu bar will appear at the top of your screen with several menus that can be opened to show the command choices available to you.

■ KEYS TO USE IN THE MENUS

Use the left and right [Arrow] keys to open a menu, and the up and down [Arrow] keys to highlight items within a menu.

Press [ENTER] to select a highlighted command.

Press [ESC] to return to the game without choosing a command.

■ GAME SPEED CONTROL

At times it may be useful to slow down the speed of the game animation in order to negotiate a tricky section, or observe something more carefully. At other times, you may wish to speed up the game actions. To increase or decrease animation speed, choose FASTER or SLOWER from the Speed Menu, or use the [=] key to increase speed, the [-] key to decrease speed, or the [=] key to return to normal animation speed.

SHORT CUTS FOR COMMON COMMANDS

You can use function and control keys to short cut many common commands.

[F1]	Help
[F2]	Toggle sound on/off
[F3]	
[SPACEBAR]	Repeat previous command
[F4]	Autosave
[F5]	Save Game
[F7]	Restore (saved) Game
[F9]	Restart Game (from beginning)
[TAB]	Inventory
[Ctrl-B]	Boss Screen
[Ctrl-C]	Text Colors
[Ctrl-I]	Inventory
[Ctrl-P]	Pause Game
[Ctrl-Q]	Quit Game
[Ctrl-S]	Change Speed
[CTRL-V]	Change Volume
[Ctrl-X]	Expletive
[+]	Increase Animation Speed
[-]	Decrease Animation Speed
[=]	Normal Animation Speed

■ USING YOUR TAB KEY

While playing Sierra games, your [TAB] key will perform two major functions. You will use it to review the items in your inventory, and also (if you're not using a mouse) to select options from certain menus. The following menus will require the use of the [TAB] key for highlighting menu options:

MENU	CHOOSE FROM
Restart Game	Restart, Continue
Quit Game	Quit, Don't Quit
Save Game	Save, Cancel, Change Directory, Replace
Restore Game	Restore, Cancel, Change Directory
Death Window	Restore, Restart, Quit

Follow the
boun - cing fruit!



enterta

Dale Carlsonian, co-owner of Chip 'n' Dale's is now appearing onstage in a bump and grind extravaganza. This reviewer thinks he looks like a poor woman's Tom Jones.

HIGHLIGHTS

Featuring Paul Paul

Rising young comedian Paul Paul of Oakhurst, California is now appearing at The Comedy Hut for a special two week engagement. I spoke with Paul recently between shows and he told me a little about his humble beginnings in show business.

Born Melvin Melvin in 1964 to Melba and Marvin Melvin of Gary, Indiana, it was soon apparent that Paul was not like other children. In fact, most other children weren't even allowed to play with him. At age 14, Paul entered Gary High School, where he was soon dubbed "The

■ USING THE MOUSE (optional)

Your mouse will be useful to you in moving your character, and in learning about your surroundings. To move your character using the mouse, position the arrow to where you want the character to move, then click the mouse button. If your mouse has more than one button, use the left button.

■ EXAMPLES OF COMMON COMMANDS

Communicating with Leisure Suit Larry 3

You can generally interact with the game by typing simple commands consisting of as little as a noun and a verb. For instance, the command sit in the chair can be shortened to sit in chair, or even sit. Unless otherwise directed, follow all typed commands with [ENTER].

Many characters in the game will have information of one kind or another for you. To talk with a character, type: **talk to** [character] (for example: **talk to man**). Try different approaches, and talk to everyone you meet.

You may encounter objects you need along the way. To take an object, type: **take** or **get** [object]. For example, **take the note**. You will need to use the objects you acquire as you explore. You can try different things such as typing: **use the** [object], or **give the** [object] to [character]. Different approaches to a puzzle may bring about a different outcome.

Pay close attention to details. To examine objects, type **look at the** [object], (for example: **look at the table**). To get a general description of the current room or scene, type **look around**, or use your mouse to choose LOOK from the menu.

A message window will appear after you enter each command, and at other times during the game. When you have read the message, press [ENTER] to remove the window and resume play.



Nev-er Nev-er



ines Washed... NO! Fat

in ment

Hung-Garyan' by classmates in the locker room. Paul refused further comment on the unusual nickname.

When he was 18, Paul entered the family business -- Melvin's Discount Mortuary 'in the beautiful Downtown Gary Mall'.

founded in 1893 by brothers Morton and Myron Melvin. During lunch hours and coffee breaks, Paul began to conceive his first comic routine. Unfortunately, he delivered it during a eulogy. This incident cost Paul his position at M.D.M., but revealed to him his true calling in life.

At age 18.5, Paul began a new life in Oakhurst, California as a night club entertainer playing such exclusive establishments as Sierra Lanes, The Caddy Shack Lounge and Oakhurst Funeral Chapel.



■ RETYPING COMMANDS

If you wish to repeat a command select **RETYPE** from the **ACTION** menu or press the [SPACEBAR] or [F3].

■ INVENTORY

If you wish to see the items you are carrying, select **INVENTORY** from the Action menu, type: **inventory**, press [CTRL-I], or press the [TAB] key. A list of the items you are carrying will be displayed. To look more closely at an item, use your [Arrow] key to highlight the item and press [ENTER]. A picture of the item, along with a brief description, will appear on your screen. Press [ENTER] or [ESC] to resume play.

■ PAUSING YOUR GAME

If you wish to pause the game, select **PAUSE** from the Action menu, type: **pause game**, or press [Ctrl-P]. Press [ESC] or [ENTER] to resume play.

■ SAVING YOUR GAME

If you wish to save your game, select **SAVE** from the File menu, type: **save game**, or press [F5]. To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game whenever you have made significant progress.

PLEASE NOTE: If you're playing from diskettes, you must have a separate formatted diskette ready before you can save a game. Since each disk can only hold a limited number of games, we recommend that you have more than one disk formatted, in order to assure adequate space for save game storage.

If you choose to save games to your hard disk, we suggest that you create one or more save game directories or folders on your hard disk. See your computer's instructions for creating directories or folders.



Non - too - nyt Nec - tar - nes



When We're Slurp - ing

DEWEY, CHEATEM AND HOWE

ATTORNEYS AT LAW

*Is coping with marriage just
too much to master?*

*Is your life best described as
domestic disaster?*

*Has your wife packed her
bags and moved in with her
mother?*

*Let D.C. & H. intervene for
you, brother.*

*Are you wishing for ways to
get rid of your spouse,
Since yesterday's bridegroom
is now today's louse?*

*Did your rat of a husband
take off with some floozie?
Come to D.C. & H., and just
ask for Suzi.*



Nat - ur - al - ly



Whole - some - ly

We

Witch Doctor

Appearance Centre

Hair Restoration

Color Consultation

Makeovers our Specialty



Yesterday, I was a loser and a bore.



Today, I'm a real cool guy
Thanks, Witch Doctor!

Paris, New York, Nontoonyt

In the Beautiful Downtown
Nontoonyt Mall

You may name your saved games using standard English phrases. For example, if you are standing on a sandy beach, you might call your game 'standing on sandy beach', or simply 'beach'.

■ RESTORING YOUR GAME

Select **RESTORE** from the File menu, type: **restore game**, or press [F7]. You will be prompted to select the game you wish to restore. (On a single drive system, you will be prompted to insert your save game disk). Highlight the desired game and select **RESTORE**. If the game you wish to restore is in a different directory, select **CHANGE DIRECTORY**.

Note: If you do not have a mouse, use the [Tab] key to toggle between **RESTORE** and **CHANGE DIRECTORY**.

■ QUITTING YOUR GAME

To stop playing, select **QUIT** from the File menu, type: **quit game**, or press [Ctrl-Q].

■ RESTARTING YOUR GAME

If you wish to restart your game at any time during play, select **RESTART** from the file menu, or press the [F9] key. The game will begin again at Vista Point.

Communicating with Leisure Suit Larry 3

Leisure Suit Larry 3 understands many common verbs. Here are some you might try:

ASK	DROP	SEARCH	TELL
BUY	EAT	PLAY	SIT
THROW	CLIMB	GET	PUSH
SNEAK	USE	CLOSE	GIVE
READ	STAND	WALK	DRINK
OPEN	RUN	TAKE	

LOOK everywhere. Thoroughly explore your surroundings. Open doors and drawers, look under things and behind things for valuable objects and clues. Look closely at all objects you encounter or you may miss important details.

EXPLORE each area of the game very carefully. Search every area of the game. Be careful!! There are many hazards awaiting you!

DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!

GET objects you think you will need. You will come across a number of objects that may be of use to you later. You can see an inventory of items on hand by pressing the [Tah] key at any time.

USE the items you have picked up to solve problems in the game, or to help you to make progress and discover more clues

BE CAREFUL, and remain alert at all times — disaster may strike in the most unlikely of places.

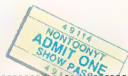
SAVE YOUR GAME OFTEN, especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points of the game, so you will be able to return to a desired point in the game. In effect, this will enable you to travel backward through time and do things differently if you wish.

DON'T GET DISCOURAGED If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path. If all else fails, you can buy the *LEISURE SUIT LARRY 3* hint book from the dealer who sold you the game, or you can order it directly from Sierra On-Line by calling (800) 326-6654.

BRING ALONG SOME HELP. You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.



Nib - ble Nut - rit - ious - ly



PIGGI'S

COFFEE SHOP

Open 24 Hours

This Week's Special



Feral Pigs in a Blanket

\$3.95
with this coupon

*In the Beautiful Downtown
Nontoonyt Mall*

FOR BEGINNING ADVENTURERS. The 'magazine article' entitled *A Walking Tour of Nontoonyt* contains a short walkthrough of the first part of *Leisure Suit Larry 3*. Since this walkthrough contains hints about the game, you should read it **ONLY** if you do not mind finding out certain details.

HOW TO USE THE WALKTHROUGH.

Onscreen movement: north = up; south = down; west = left; east = right. The walkthrough takes you through several game screens. Move your character around the screens to the suggested places, and type in the words that appear in **bold type**. For quicker typing, try typing only the words in **bold italics**. If you like, you can also look at other features, and type other commands. When you're through, you'll have a good idea of how the game works. Happy adventuring!

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. If you have a modem, you can talk to the Sierra Bulletin Board through the following number:

(209) 683-4463

Our settings are 300, 1200 or 2400 Baud; 8 Data; N Parity; 1 Stop Bit. Our sysop will be happy to help you.

2. Many other bulletin boards also provide hints to many of our games.

A. CompuServe: Go into the Gamers Forum(GO GAMERS) or write E-Mail to 76004.2143.

B. Prodigy: Write E-Mail to 'HTWS90E', or go to the PC Club and enter the adventure games forum (Jumpword: PC CLUB).

C. PCLink: Select PCLink Plus, enter Publisher's Connection, select Publishers Forums, then Sierra On-Line. E-Mail may be written to the User ID 'SierraOnLi'.

YOUR WALKING TOUR OF

Nontoonyt

This article contains many revealing hints about Nontoonyt Island.

Please read on only if you do not mind learning things about Nontoonyt that you would rather discover for yourself. For more information about how to enjoy your walk, see the item entitled:

FOR BEGINNING ADVENTURERS
on Page 20

Since our lovely island embodies a wealth of fascinating vistas for the observant tourist, perhaps the best place to begin would be Vista Point. The first thing you'll want to do at Vista Point, is, of course, to **look at the view**. From this height, you'll be able to pick out many details of the beach and city below. On the Point itself, you'll want to **look at the lawn** in the center of the paved area, which contains an historical plaque of interest to the island visitor. **Read the plaque** to find out more of the history of Nontoonyt. You'll have to get close to be able to read it well.

When you **stop looking at the plaque**, you might walk to the railing and take a good look at this delightful island of ours. As you **look at the ocean**, and **look up into the sky**, you will understand immediately why Nontoonyt is the new paradise of the Pacific. Notice the two sets of binoculars at the head of the point. The view to the east is really spectacular, so you may want to go to the binoculars on the right. **Look at the binoculars**. They are a marvel of optical technology, aren't they? If you'd like to see the island up close, you may even want to **look in the binoculars**. The view to the west is, some say, even more stimulating. For a truly exciting viewing experience, go over to the binoculars on the left. When you **look in the binoculars**, we promise you a sight you won't see just anywhere.



After enjoying Vista Point, we recommend a visit to the elegant home of Larry Laffer and Princess Kalalau Laffer, daughter of Chairman (ne Chief) Kenehe Wau Wau. The Laffers are two of Nontoonyi's leading citizens. Go east from the point, then west through the jungle. The Laffer residence is just on the west side of this bit of natural forest; the Famous Pointing Finger will show the way. **Look at the scene** as you stroll.

Like a gem of tropical architecture in the midst of natural splendor, the Laffer estate is surrounded by a high wall, over which you can glimpse a hot tub. When you **look at the hot tub**, you'll be impressed with the exquisite taste shown in selecting this home accessory. The Laffer home has an excellent security system. It is very unlikely that anyone could climb the wall and enter unlawfully. Not far from here is Walken Park. Exit east down the Laffer walkway, then take the farthest southwest route from the forest, and you will be in the park. **Look at the park** and enjoy the quiet surroundings. **Turn on the television set** and **sit down on the park bench** awhile. This is the only tv on Nontoonyi Island. When you've had your fill of television, you'll be ready to **stand up** and head back for the cool green calm of the forest to the east. When you get there, take your time and **look around**. Many species of local flora grow here, such as the granadilla tree, whose wood is used by native carvers. **Look at the granadilla tree**, and you will see why its wood is so popular with local artisans. If there's any wood is lying about on the forest floor, you might want to **pick up** the piece of **granadilla wood** as a souvenir. **Look at the wood** very carefully to see if its shape suggests how a woodcarver might finish forming it. Interesting, isn't it? Now it's time to explore the rest of the island, but whatever you do, don't (continued on page 211)

D. AppleLink: Select the KEYWORD option from the 'Goto' menu, and type Sierra. E-Mail may also be written to the User ID 'Sierras'.
E. GENie: From the main menu select 10 (Games), then select 1 (Games Round Table). Select 1 (Games Bulletin Board), and type set 22 at the '?' prompt. This will take you into the Sierra On-Line area.

For more information on these BBS lines, you can call these toll-free numbers:

1. CompuServe (800) 848-8199
2. Prodigy (800) 822-6922
3. PCLink (800) 458-8532
4. AppleLink (800) 227-6364
5. GENie (800) 638-9636

3. The magazine Questbuster's Journal is a helpful source of many game hints.

4. Your local software dealer may carry our hint books, or may be willing to order them for you.

5. If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call (800) 326-6654 to place your order with a Visa, MasterCard or American Express card, or write Sierra On-Line Inc., Order Department, P.O. Box 485, Coarsegold, CA 93614.

If you are sending for a hint book by mail, please send a cashier's check or money order for \$7.95. Cash or C.O.D. orders can not be accepted. CA residents must include 6% sales tax (Total: \$8.43). MA residents must include 5% sales tax (Total: \$8.35).

6. If the hint book is not yet available for the game you are playing, call our automated hint line at (900) 370-K1UE to receive a hint. NOTE: California residents, please dial (900) 370-5113.

THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS FOR THE FIRST MINUTE AND 50 CENTS FOR EACH ADDITIONAL MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN ON OTHER SIERRA TELEPHONE LINES.



With Nec - tar - ines!

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TIPS ON HIKING ON NONTOONYT

Off The Beaten Trail



with your native guide,

Jungle Joe

As a native of this beautiful island, I am always so pleased when our visitors are wishing to explore its lovely jungles. But take warning, you silly stranger; there is much to be knowing about this island, and much to beware! Many have come to me for counsel and have lived to take another foolish photograph. Of those who are not heeding my words, most are so much pig slop on the jungle floor. Young Judi escaped this doom. Lucky she be listen to me all these years. You can read about her in this issue also, mon.

Now hear me, newcomer: when you go into the jungle, you be taking plenty of fresh water so you aren't drying up like an old prune. Beware the wild creatures who are wanting to eat you or kill you for sport. In the jungle, a harmless vine is becoming a snake, the rock a poisonous lizard with teeth 6 inches long! A harmless mud puddle may be deadly quicksand, you know? Don't worry that the Feral Pigs be sneaking up on you -- they will be attacking you in a sincere and straightforward manner.

Now I must tell you how easily you are getting lost in our dense jungles and bamboo forests. If you wander into the bamboo, it may be you never come out again. If this happens, I hope you picked lots of juicy Nontoonyt Nectarines to nourish you. Maybe you'll just fall off a big cliff and die, mon.

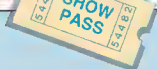
I always tell visitors about the unlucky traveler who was impaled upon (cont. page 192)

FERAL PIGS ATTACK ANOTHER VILLAGER Native villager Judi gets porked

NPI- In yet another near-tragic episode, native villager Judi was assaulted by Feral Pigs in an area of the Nontoonyt jungle known to be thick with the wild creatures. Through the use of her keen wit and available resources, Judi escaped with minor injuries. When asked why she ventured into this hazardous region, Judi replied, "Because it was there."

PROBLEMDISK?

TECHNICAL HELP (MS DOS ONLY)



If you are having problems with a game disk, try these suggestions before assuming the disk is faulty:

If you receive any of the following messages:

- 1) 'Insert Disk (#)' when you have already inserted that diskette, or have installed the game on your hard disk
- 2) 'Out of Handles' or 'Out of Heap', or if the game locks up at any point
- 3) 'Disk Error' you may have memory resident programs loaded into your RAM memory. You will need to boot your system from a diskette containing your operating system only. Follow these instructions to create a 'Sierra Boot Disk'.

Format a blank disk with DOS system files (using /s) to make a bootable disk.

FORMATTING FROM A HARD DRIVE

- A) Place a blank disk in drive a:
- B) At the C prompt, type: format a:/s

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks) or type: format a:/n:9/s (for 3.5" disks)

FORMATTING FROM A DISKETTE DRIVE

- A) Place your original DOS disk in drive A.
- B) At the A prompt, type: format a:/s (be sure to switch to a blank disk when prompted by the FORMAT program.)

NOTE: If your A: drive is a high density drive and you are using double density disks, you will need to type: format a:/4/s (for 5.25" disks) or type: format a:/n:9/s (for 3.5" disks)

- C) Press [ENTER]
- D) Respond to DOS prompts

Now you should create a CONFIG.SYS file on your Sierra Boot Disk, with a files=20 statement. Follow these instructions to create this file:

- | | |
|------------------------------|---------|
| A) Type: a: | [ENTER] |
| B) Type: copy con config.sys | [ENTER] |
| C) Type: files=20 | [ENTER] |
| D) Press [F6] | [ENTER] |

You should see the message: '1 File(s) copied'. You will now have to re-boot your computer with your new Sierra Boot Disk in the drive. Turn your computer off then on, or press [Ctrl-Alt-Del].

If this does not clear the above messages, call (209) 683-8989 for technical help. Our technical staff will be happy to help you

TECHNICAL HELP

(ALL SYSTEMS)

Technical assistance is only a telephone call away. Call (209) 683-8989 for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type and the nature of your problem.

If you find that you need to send for replacement diskettes, send the original disk 1 in the size you need (3.5" or 5.25") to:

Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
Attention: RETURNS

Be sure to include a note stating your computer type, and the size of diskette you need (5.25" or 3.5").

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a \$5.00 charge for 5.25" diskettes, and a \$10.00 charge for 3.5" diskettes.

FAT

TRY OUR NAUGHTY-LUST MACHINES FOR A 'REAL WORKOUT'

'Last summer I hit the beach and it shook. I was carrying around so much blubber, the lifeguard mistook me for a beached whale. Discouraged with other weight-loss plans, I tried Fat City. Now I'm the cutest chick in the coop!'



Desi.

'Last week we were a couple of computer nerds, and nobody liked us. A big slot-machine repairwoman kicked silicon in our faces. We went to Fat City.

BEFORE



Now we are real cool guys and a big hit with the chicks
Thanks, Fat City'.

AFTER



A Couple of Real Cool Guys

999 Granadilla

SEE THE SHOW ON US 62503

NOW WITH
UNLIMITED MILEAGE

Hurtz

RENT-A-BIKE



THE ONLY WAY TO EXPLORE THE ISLAND!

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